

# The Diplomacy Tribune

VOLUME 1

APRIL 1989

NUMBER 1

What you have in your hands is the first copy of the Diplomacy Tribune, a newsletter devoted to the postal play of Diplomacy and it's variants.

I've been debating publishing a "Dipzine" ever since Roy Flemming's "PBM Newsletter" went "deep-six". I wanted to do it, but I wasn't going to do it until I could do it right! To me that meant having the time and the energy as well as the facilities to publish a readable, attractive, reliable newsletter.

Although it would seem that the last point, reliability, is the most important, I feel that the appearance and readability are equally important because if you can't read it, and if it looks awful it doesn't matter if it arrives at your door at precisely such-and-such date. Of course a lot of what I consider to be "readable" will be my opinion, at least at first. I will always welcome subscriber-input in the form of opinions, articles and the like.

The Trib's content, besides Diplomacy games, will consist of a bit of hot-air from me or a reader, a classified section where readers may place "Opponents Wanted" ads as well as ads for game-related items for sale, game openings, other newsletter listings, and whatever else you or I can come up with. A note on the newsletter listings; The Trib is not here to compete with other newsletters, it's purpose is to promote the hobby of postal gaming, particularly that of Diplomacy. I will gladly post information about other newsletters that is sent me.

On the following pages are the House Rules for games played in the Trib. Read 'em over and if you're interested, fill out the subscription form in the back and send it in. Be sure to correct any imperfections you may have noticed on your mailing label. By-the-way, if you subscribe, please consider sending a portrait snap-shot of yourself. It would be interesting to see what some of you folks look like as I know some of you by name and/or voice only. If the response to this is good I promise you'll see one of me as well.

Thanks,

Jerry



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## GAME OPENINGS:

To begin with the Trib will run 4 regular Diplomacy games. Later I will offer more games in the form of variants and additional regular games. I also intend to run one World Diplomacy game GMed by John Armstrong or myself.

If you wish to play in one of the first four games please send the usual list of countries with your subscription. The deadline for player lists is April 20th. All subscriptions/lists received by that date may waive the first game fee.

All players will be placed in games so as many as possible will receive their first or second choice. If more than enough people for four games subscribe they will be asked to be "stand-bys" unless there are enough for a fifth game.

<< DEADLINE: APRIL 20, 1989 >>



House Rules  
3/10/89

### I. Format

1. All games will be strictly follow the rules of Diplomacy as provided with the game by the Avalon Hill Game Company. Therefore there will be five seasons;

- a. Spring moves
- b. Summer retreats
- c. Fall moves
- d. Autumn retreats
- e. Winter adjustments

The map status will be published after the Summer retreats, after Autumn retreats, and after Winter adjustments.

2. After Spring and Fall moves players with displaced units will be notified by separate post of their status and retreat orders requested of them by an enclosed deadline. Any player failing to send retreat orders for his retreating units will have those units disbanded, unless he provided provisional retreat orders with his move orders.

3. The issue containing Autumn retreats will contain each players status and the deadline for the receipt of Winter adjustment orders. If a player fails to submit adjustment orders no new units will be placed for his nation and if he was required to disband a unit or units, the GM will select those units in the following order;

- a. Fleets not on a supply center or in home country  
(farthest from home centers first.)
- b. Armies not on a supply center or in home country  
(farthest from home centers first.)
- c. Fleets on supply center but not in home country  
(farthest from home centers first.)
- d. Armies on supply center but not in home country  
(farthest from home centers first.)
- e. Fleets in home country but not on supply center
- f. Armies in home country but not on supply center
- g. Fleets on home centers
- h. Armies on home centers

Notes: 1. Any time more than the required number of units meets the same specification for disbandment the unit or units will be chosen at random.

2. Distance from home centers will be measured as the shortest number of moves required to reach unit from the nearest home center.

### II. Deadlines

1. Each player will be notified of deadlines by the GM through the 'zine or with retreat notifications.

2. Missed deadlines concerning retreats or adjustments will be handled as outlined above. Missed deadlines concerning move orders will be considered as NMR's and all units belonging to that player will Hold. After two (2) NMR's that players country will go into Civil Disorder unless or until such time as that player can be replaced. In the event a replacement player is found, the deadline will be extended, as need be, to allow all players to adjust to the change in "government".

3. During holiday seasons deadlines will be extended in recognition of the usual postal difficulties and address changes of some players as well as my own commitments during these times of the year.

### III. Orders

1. All orders must be MAILED. I will not accept telephone orders. This is postal Diplomacy and I intend to play it that way. Besides, my family would not appreciate the phone ringing at all hours of the night especially when my wife and I have to get up for work at 5 am every day. This is a hobby, I don't want it to become a job, because if it does, I won't enjoy it anymore and then won't want to do it anymore. Of course what players do between themselves is between them, although I will not publish phone numbers. If you have or get my phone number you may call if you like, I don't mind conversation, but I will NOT accept game orders over the phone for any reason.

2. All orders must contain;
- a. Your name
  - b. Your account #
  - c. Game I.D.
  - d. Your player country
  - e. Season & year
  - f. Your orders

Any orders received that do not contain all of the above will be considered as invalid and treated as an NMR.

3. The orders last received by a player will be those acted upon unless those orders were postmarked later than the published deadline.

4. The orders themselves must conform to the rules of Diplomacy as contained in the game by Avalon



Hill.

#### IV. Game ending

1. A game will end when one of the following is met;

a. One player controls 18 supply centers at the conclusion of any Fall turn.

b. By unanimous vote of all players currently in the game. This vote may be called for by any player within his/her Spring or Fall orders. Players will submit their vote with their move orders for the next move season (Spring or Fall). If ALL players vote to terminate a game then ALL players will share equally in a draw.

#### V. Game Fees

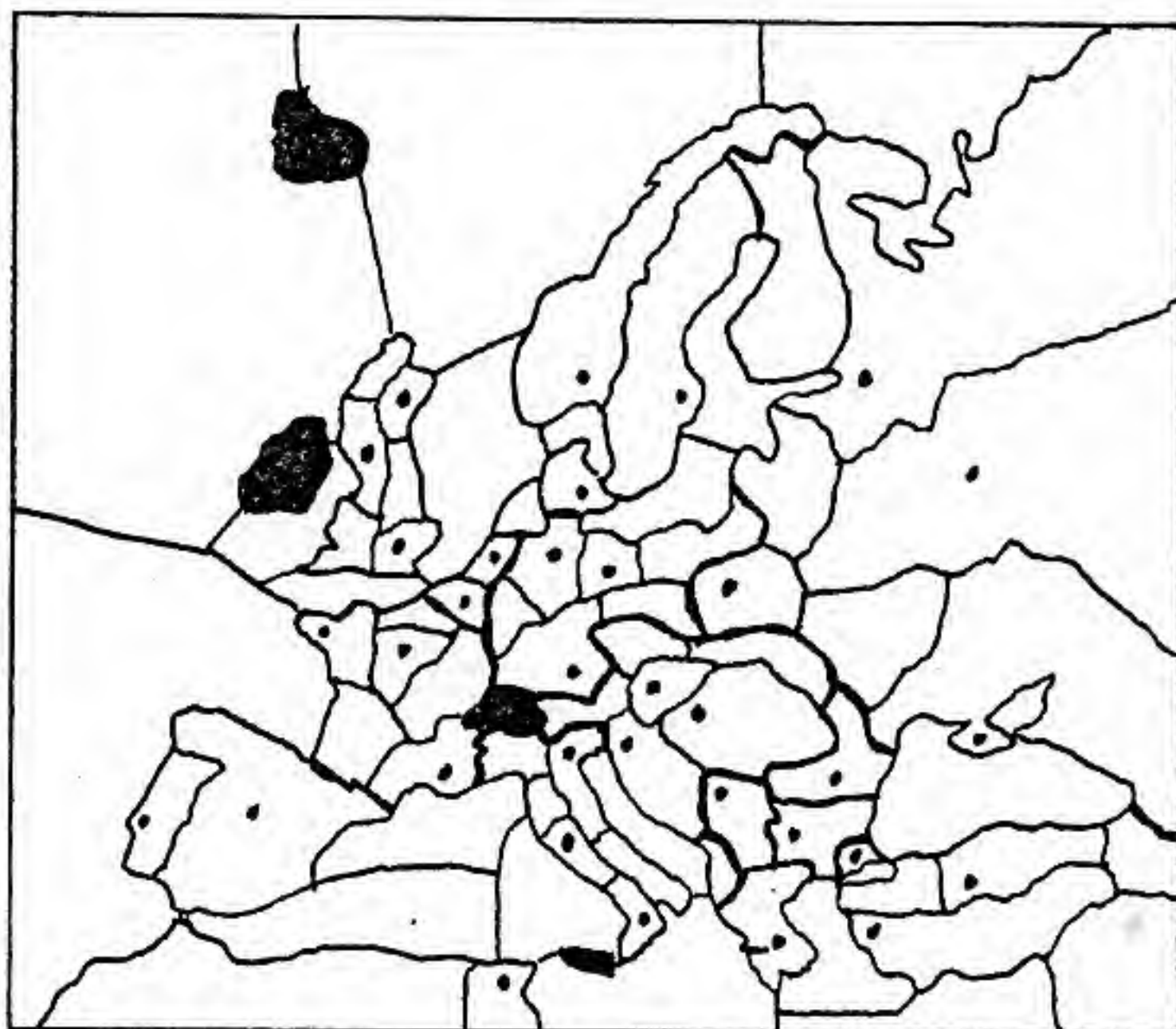
1. Game fees are required to cover additional mailing postage and as an incentive for players to "stick with it" In addition any original player that remains in play until his nation is eliminated or the game ends will have his subscription extended by one issue.

2. Stand-by players are not required to pay a game fee and are entitled to an extra issue if they "stick with it" also.

3. Only current, up-to-date subscribers may play in any game.

4. Game fees are posted within the newsletter along with all subscription information.

MODEM READY the BBS  
24 hours 7 days  
300 / 1200 baud  
8/N/1  
(301)360-8007



When subscribing, please send a 3-letter "passcode" as noted below. This will become part of your subscription number and will be printed in the upper left corner of your mailing label. The mailing label will also show your subscription type and expiration date. The expiration date is the month and year of the last issue of your current subscription.

#### GAME FEES

The game fee for all regular Diplomacy games is \$3.00 except as noted on page 1 of this issue.

Subscription Form: ☐ \$12.00/1 Year ☐ \$1.00/Single Issue  
Vol. \_\_\_\_ No. \_\_\_\_

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
Phone: (\_\_\_\_\_) \_\_\_\_\_

3 Letter Passcode: \_\_\_\_ \*

Amount Enclosed: \$\_\_\_\_\_ + Game Fee: \$\_\_\_\_\_ = Total: \$\_\_\_\_\_

Make checks payable to: Gerald Todd  
8047 High Point Rd.  
Baltimore, MD 21226-2020

\*Do not use your initials.